Adam King - Comp 5130 - Assignment 1: Reflections

1. A lot of what people mentioned in class had to do with helping the elderly. Especially things around money or health. This discussion made me think more about what issues the elderly face and what could maybe be done to help them. One such idea is related to the scams. The elderly are often targets of online/phone scams as they are less likely to be tech savvy and able to detect these scams. I thought an app around this could be interesting. Basically, the idea is an app where people can report known scams in a central place. The layout I have in mind is that you can search for a business or government agency (a large amount of scams are from people pretending to be from such a thing) and then you could see any reported scams related to that company or government body. The app could use some sort of voting system so that people who see a scam that has been tried on them can "upvote" it. This could allow users to see the most common current scams immediately which is useful as the most common scams are, sort of by definition, the ones people are most likely to have to deal with. Such an app could maybe help everyone, but specifically the elderly avoid getting scammed. It could also include some sort of general posting area where users could post messages they received and ask for advice from the community on whether it's a scam. Given it's targeted for the elderly it would need a very easy UI, but if done correctly it could be useful. Another idea is an app that provides tutorials on using other apps. The idea is that users could search up another common app and get tutorials on how to use it. While tutorials surely exist elsewhere, putting them in a centralized location designed for this could help people who aren't tech savvy find what they're looking for and make sure the info is up-to-date and correct.

2. The only ideas that really come to mind is some sort of optional donation to the developers or some sort of unnecessary advanced feature that's behind a paywall. Both are already quite common I

think. The former can help developers get some money while making it optional means nobody has any reason to complain. By design, only those who like the app and have the money to spare would be paying. For the latter, as long as the free content is of a good level, it would again mean only people who are big fans of the app and getting a lot of use out of it would feel the desire to pay. Generally, having only those who are very happy with the app's performance pay could definitely mean a happier user base.

3. Perhaps an unpopular opinion, but I actually really like the Youtube UI. I think the way playlists are handled, on top of how easy it is nowadays to set videos to repeat makes the UI quite nice. On top of that I don't really mind the blackboard UI. Eden when I was grading and had to look through everyone's submission there I didn't think it was too bad for what I had to do.

4. A little bit maybe. I think the scam app from question 1 seems somewhat interesting, which I honestly hadn't thought of before hearing people's discussion. Other than that, I didn't really think of anything new from what was said during class.